Appendix M. Color Codes

Used for:
- NET COLOR on the <u>Gillnet Gear Characteristics Log</u> (GGG).
- NET COLOR on the <u>Pelagic Drift Gillnet Gear Characteristics Log</u> (GPG).
- NET COLOR and BUNT COLOR on the <u>Beach Seine Gear Characteristics Log</u> (BSG).
- MAINLINE COLOR, GANGION COLOR and LIGHT STICK COLOR on the <u>Longline Gear Characteristics Log</u> (LLG, although not all colors used for each field).

00	=	Unknown.	(GGG, GPG, BSG, LLG)
01	=	Clear.	(GGG, GPG, BSG, LLG)
02	=	White.	(GGG, GPG, BSG, LLG)
03	=	Pink.	(GGG, GPG, BSG, LLG)
04	=	Black.	(GGG, GPG, BSG, LLG)
05	=	Green.	(GGG, GPG, BSG, LLG)
06	=	Blue.	(GGG, GPG, BSG, LLG)
07	=	Multi-color[1]	(GGG, GPG, BSG, LLG)
08	=	Red.	(GGG, GPG, BSG, LLG)
09	=	Orange.	(GGG, BSG, LLG)
10	=	Purple.	(GGG, BSG, LLG)
98	=	Combination[2]. Record color in COMMENTS.	(GGG, BSG, LLG)
99	=	Other[3]. Record the color in COMMENTS.	(GGG, GPG, BSG, LLG)

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[1] "Multi-color" is defined as more than one color within one item, e.g., 1 net, 1 lightstick, etc.

[2] "Combination" is defined as more than one color within an entire **gear** item, e.g., a string.

[3] Do not use "Other" for shade differentiations. Code these as the most appropriate color (i.e., "light blue" should be coded as 06 "Blue" and "yellow" as 99 "Other"). Comment when appropriate, regardless of code choice.